

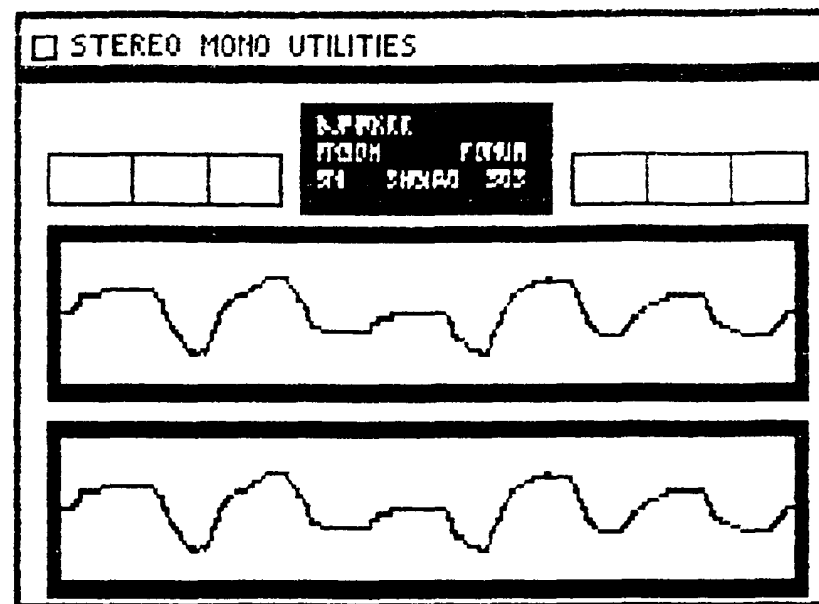
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**WAVES**  
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WAVES is a sound file editor for the MM/1. WAVES works with standard .m, .w, .a, and .lff sound files. WAVES can record, playback, merge, and split files into sections. You can change the playback speed of sound files. WAVES requires an MM/1, X-windows, and OS/2. Stereo equipment is also required for producing and playing back the sounds.

All of WAVES's functions are accessed through the menus and the buttons on the control panel. The Status Window at the top center of the screen tells the Name, playback speed, and size of the current file. It also shows the Display Offset. This is the location in the current file where the visual display begins. Also shown are the start and end pointers selected with the start and end buttons.

### Mono and Stereo Menus

The menu entries will use the stereo or mono mode as indicated by the menu name. WAVES expands mono files so you can edit and play them as stereo files. The size given in the information box is the expanded size. If you chose SAVE from the mono menu, the file will be saved in mono. The same holds true for MERGES. This feature allows you to merge stereo and mono files together and save them in either format.

<b>Load</b>	will open a File-picker window and allow you to choose a file to load.
<b>Merge</b>	as above, but, the selected file will be merged with the selected section of the current file.
<b>Save As</b>	will save the current selected section of a file with any name you choose.
<b>Save</b>	will save the current selected section with the currently displayed name.

WAVES saves all files in the '8SVX' (.iff) file format. WAVES will load files in either the '8SVX' (.iff) format, the .wav (PC) format, or the 'MM/I' sound file format used by RecPlays and other MM/I recording software. When loading files, WAVES will warn you if the file was not saved in the mode you selected. Some experimentation may be needed to load files using the proper mode. We recommend that you use the ".m" and ".s" suffixes, although WAVES does not force you to use any convention.

### Utilities Menu

<b>Shell</b>	will pop-up a shell in an overlay window.
<b>Record</b>	will bring up the Record menu. You will be prompted for the speed and duration for recording.
<b>Play All</b>	will play the entire file.
<b>Change Dir</b>	will bring up a Directory-picker window.
<b>Change Drive</b>	will allow you to change the current drive.

### The Buttons

<b>Quit</b>	Clicking on the quit icon in the upper left corner of the screen will pop-up an 'Are You Sure' button. Press "y" to end your session with WAVES.
<b>&lt;--</b>	will move the wave display offset 1000 bytes to the left or to the beginning of the file.
<b>&lt;-&lt;</b>	will move the wave display offset 10,000 bytes to the left or to the beginning of the file.
<b>&lt;&lt;&lt;&lt;</b>	will move the wave display offset 100,000 bytes to the left or to the beginning of the file.
<b>Start</b>	will mark the start of the selected section. If this would move the start after the end, you will hear a beep and the start will not be changed.
<b>Speed</b>	will prompt you for a new playback speed. Press enter alone to cancel.
<b>Play</b>	will play only the selected section marked by the start and end pointers.
<b>End</b>	will mark the end of the selected section.
<b>&gt;&gt;&gt;&gt;</b>	will move the wave display 100,000 bytes to the right or to the end of the file.
<b>-&gt;-&gt;</b>	will move the wave display 10,000 bytes to the right or to the end of the file.
<b>---&gt;</b>	will move the wave display the display 1000 bytes to the right or to the end of the file.

Confirmation and warning boxes will appear at critical points. For example, you will be asked if you are sure before you can QUIT the program. This will allow you to save your work if you forgot or to continue if you pressed QUIT by accident. If there is not enough memory to load a file a pop-up box will appear to inform you. You can then free up more memory (if available) and continue. If the 'Not Enough Memory' box appears during a MERGE, the merged file will be left on your disk as 'temp'. You can free more memory and load 'temp' to continue.

Also included on the disk are several sound files for your enjoyment. Thank You!